

Jordan Del Rosario

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TECHNOLOGIES

- **Web Technologies**
 - HTML, CSS
 - Javascript, React
 - Node.js, Express.js
 - MongoDB, PostgreSQL
 - Swagger
- **C/C++**
 - OpenGL
- **Python**
 - Flask
- **Java**
 - Android
- **SQL**

SKILLS

- **Git**
- **Linux**
- **Agile Development**

EDUCATION

UNIVERSITY OF TORONTO

B.Sc. IN COMPUTER SCIENCE

Computer Science Specialist

Expected graduation: Spring 2021

GPA: 3.32

Language Experience

Basic Router | C

Routes IP packets between Internet and application servers, handles ICMP and ARP requests/replies.

Web Scraper | Python

Scrapes Amazon to notify me when certain laptops and PC parts go on sale.

Soccer Passing Analysis | Julia

Modelling of pass probabilities on the pitch as a probability surface using convolutional neural networks.

Booking Service | Java, SQL, and PostgreSQL

Mock airline ticket booking service.

Mock scuba diving booking service.

Work Experience

Stock Clerk | Save-on-Foods

Summer job working stocking merchandise.

Cashier | Safeway

Summer job working in customer service.

Clerk | Vancouver Craft Beer Festival

Customer service work at the festival's reception.

My initial goal is to prove myself by growing my existing technical knowledge to start my career in software development. I spend my free time tinkering around in C++ for game dev or learning TypeScript to develop an analytics site for popular MOBA's.

SUMMARY OF QUALIFICATIONS

- **7+ years** of programming experience using object-oriented programming, data structures, and algorithms.
- Strong team player, demonstrated through collaboration with team members and the Mosaic Institute.
- Sense of initiative and eagerness to learn as shown through personal projects and taking lead when working with Cancer Care Ontario.
- Familiar with working in an **Agile** development environment.

PROJECTS

2D GAME ENGINE | PERSONAL PROJECT

Written for Windows in C++ using OpenGL | 2020-2021

- Developing a basic 2D game engine to learn graphics programming with **C++** and **OpenGL**.
- Currently supports batch rendering, orthographic & perspective cameras, custom shaders, basic event input.
- Future plans: incorporating SDL2 for audio rendering, adding better animation and performance testing utilities.
- Created example games: Flappy Bird, Pong, and Snake.

18Q QUESTIONNAIRE | MOSAIC INSTITUTE

Mobile-Friendly Web-App | 2019

- Built with a team of 6 developers using **Agile** development.
- Accessory app to the Mosaic Institute's 18Q program, a guided group event to help break down prejudices and stereotypes between people in group environments through a supervisor-led interpersonal questionnaire.
- Front end development using **React** and **Bootstrap**.
- Back end framework based on **Swagger**, **Flask**, and **MongoDB** for user/supervisor registration and access.
- Deployed on **Heroku** using **Docker**.

REPORTING SYSTEM | CANCER CARE ONTARIO

Prototype Web-App for Reporting Medical Data | 2021

- Built with a team of 6 developers using **Agile** development.
- Developed a system to allow for more efficient and timely reporting of pandemic status data.
- Use cases are: clinicians reporting patient's medical status, lab technicians reporting on a procedure or test, physician receiving test/examination results, public health officers updating standards or performing data analysis.
- Front end development using **React** and **Material UI**.
- Back end framework based on **Node**, **Express**, and **MongoDB**.
- Configured the Database and Server and developed the API.
- Deployed on **Heroku**.

ANDROID GAME CENTER | GROUP PROJECT

Mobile Game Hub for Android | 2018

- Built with a team of 3 developers.
- Includes auto-save functionality, user registration, authentication, and global leaderboards using **Firebase**.
- Developed in **Java** in Android Studio.
- Created example games: 2048, Sliding Tiles, Matching Tiles.